

# OVER HILL, OVER DALE

## AN INTRODUCTORY ADVENTURE FOR THE ONE RING RPG

### PART ONE OF THE *LEGACY OF THE NECROMANCER* SERIES

BY CASEY MCGIRT

It is the spring of 2942. After the death of the dragon Smaug, Bard the Dragon-slayer pledged to restore both Lake-town and his ancestral home of Dale. Many were killed in the Battle of Five Armies, so Bard has offered generous wages to craftsman willing to help restore the city. Caravans from Rohan have awaited the spring thaw, so they can earn their share of the riches flowing from the Lonely Mountain. It is a dangerous road, as the remnants of the Goblin armies have spread out along the River Running and the border of Mirkwood. But even more dangerous is the darkness that still resides in the ruins of Dale...

**When:** The spring of 2942, the year after the Battle of Five Armies. This could be pushed out to 2943, as the rebuilding of Lake-town would be a higher priority.

**Where:** The quest begins on the border of Rohan, where a caravan is preparing to journey to Dale.

**What:** The company escorts the caravan, either as guards or as craftsmen seeking to help with the rebuilding of Dale.

**Why:** There are many opportunities for wealth and patronage in Dale, now that Smaug is dead and the dragon's wealth is being put to good use.

**Who:** Hern, an ambitious caravan-master seeking to reap the benefits of bringing supplies and craftsmen to Dale.

## ADVENTURE SUMMARY AND BACKGROUND

This is the first module in the Legacy of the Necromancer adventure series. Although designed as an introductory adventure to The One Ring RPG, guidelines are provided for increasing the difficulty for experienced adventurers. It is set a few years before the default starting time of 2946, in order to allow the characters to take part in the rebuilding of Dale.

Long ago, the city of Dale was a shining beacon of civilization in the North. Men and dwarves worked together, and they were so prosperous that it is said the rivers ran with gold. Several of the guardsmen grew lax, as there were no significant threats against Dale. Despite the attempts of the Captain of the Guard to maintain vigilance, several guardsmen drank and gambled while on duty.

The arrival of Smaug heralded the doom of Dale. Yet more might have been saved had the alarm been raised earlier. Unfortunately, the guardsmen set to watching the northern wall were inattentive due to drink, and failed to raise the alarm until Smaug was nearly upon the town. With his last breath, the Captain of the Guard cursed the watchmen, consigning them to watch over the ruins even in death, till the day when the city is reborn. The Captain was one of the few Men left with a strong connection to the blood of Numenor, and his words had power over the watchmen's spirits. For decades, the few treasure-seekers willing to brave the wrath of Smaug fled or perished at the hands of the ghosts of Dale.

Last year, Bard, of the line of King Girion of Dale, killed Smaug. Lake-town was destroyed by Smaug's fall, and the Battle of Five Armies caused grievous casualties on all sides. The goblins were defeated, and most of those fleeing were hunted down and killed. However, several small bands remain, either hiding along the River Running or in the depths of Mirkwood.

After the battle, the men of Lake-town turned to Bard to lead them. While the old Master of Lake-town remained, his position was mostly ceremonial. Bard, while not yet King of Dale, was certainly the Lord of Lake-town for all practical purposes. The winter was long and hard, but the leadership of Bard and the riches of Smaug's hoard were sufficient to keep the people warm and safe.

It is now the beginning of the year 2942. After the death of the dragon Smaug, Bard the Dragon-slayer pledged to restore both Lake-town and his ancestral home of Dale. Many were killed in the Battle of Five Armies, so Bard has offered generous wages to craftsman willing to help rebuild the city.

One person in particular smells profit in the rebuilding of Dale. Hern, a wealthy merchant from Gondor, spent much of the winter in Rohan seeking news of Bard's plans. Convinced that Bard will pay well for craftsman and supplies, he has organized a large caravan to head to the ruins of Dale. He has spared no expense, knowing that the precautions he takes will draw more workers to the caravan, thus increasing his profits.

Hern sought out the best guide in the region to lead the caravan. Anvar, a Dunedain of the North, has traveled between Dale and Rohan many times. Unknown to Hern, Anvar accepted the job for reasons besides the money. Protecting those who would travel the unsafe area near Mirkwood is part of his duties as a Ranger. In addition, his association with the caravan allows him to pick up useful information about current events.

Hern's offer of employment should be tempting from the players. Even if the pay is meager for a several week trip, it is a safe and inexpensive way to travel to the Lonely Mountain. Many opportunities for those of all professions await the group in Dale.

Anvar sets a quick and steady pace, leaving little time for socializing. The caravan has no problems until it reaches the River Running, at the point where it meets the Old Forest Road. As preparations are made to ford the river, goblins attack. The caravan (with the aid of the characters) drives off the goblins, but is forced to halt for a time while wounds are tended.

After the battle, an aspiring minstrel named Meg comes over from an adjacent wagon. She wishes to write a song about the battle, and asks the characters several questions. During the conversation, she offers to relate the tale of Smaug, her one original composition. Other travelers in the caravan may also converse with the characters, before it is time for the caravan to continue its journey.

Two months after the caravan left Rohan, it reaches the ruins of Dale. A tent city has been set up a half-mile away, where laborers stay in between hauling stone away from the edge of the ruins. Hern immediately takes lodging at the Slippery Slope Inn, the only inn between Dale and Lake-town. Bard is due to visit the tent city in a few days, at which point Hern will be able to pay the craftsmen traveling with him.

At this point, the characters have the opportunity to explore the tent city and the inn. Most of the people are here to make their fortune, whether via honest labor or forays into the city for treasure. However, the most interesting news they overhear is at the Slippery Slope Inn, where a somewhat inebriated treasure-seeker describes a harrowing encounter with the ghosts of Dale. Worried that such tales may cause problems for his business ventures, Hern offers them a week's lodging at the inn in exchange for going into the ruins and proving the tales wrong.

Assuming the party accepts Hern's generous offer, they head into the ruins of Dale. Treasure-seekers lurk along the fringes, but none have the courage to enter the center of the ruins. As the party nears the remains of the inner guard towers, they spot a glint of metal that turns out to be a horn.

Before the party can depart, the ghosts of the watchmen of Dale appear. The ghosts assume that the group is just another band of treasure-seekers planning to loot the ruins. Hopefully, the party will be able to convince the ghosts otherwise. The ghosts do not know of Smaug's fall, and will be skeptical of such news. However, a detailed account of the battle (such as Meg's song) will be sufficient to convince them.

Even if the ghosts are satisfied, there remains one more challenge for the party. A group of treasure-seekers watched the group head deep into the ruins, and plans to rob them when they emerge. Though the battle may be rough, the ghosts of Dale will assist if they were successfully convinced of the party's truthfulness.

Once the group emerges from the ruins, they will spot Bard's banner. Upon reporting what they found to Hern, the group will receive the promised week's lodging. In addition, Hern will present the craftsmen to Bard the next morning, and then pay them for their service.

## **ADVENTURING PHASE**

This adventure is divided into six parts.

### **PART ONE – THE JOURNEY TO DALE**

The company finds opportunity with the spring thaw, as a large caravan prepares to travel to Dale to provide supplies for rebuilding the city.

### **PART TWO – BATTLE AT THE RIVER RUNNING**

The companions guard the caravan during a river crossing, only to be attacked by remnants of the Orcs who were defeated at the Battle of Five Armies.

### **PART THREE – THE TALE OF SMAUG**

The companions meet an aspiring minstrel who has composed a tale of Smaug's rise and fall.

### **PART FOUR – THE SLIPPERY SLOPE INN**

The companions arrive at the tent city on the outskirts of the ruins of Dale, and overhear tales of looters and ghosts.

### **PART THREE – THE GHOSTS OF MEN**

The companions enter the ruins of Dale, and find both an ancient horn and ghosts tasked to defend the ruins from looters.

### **PART SIX – THE GREED OF MEN**

The companions are beset by brigands who believe the party has found treasure in the ruins.

### **PART ONE – THE JOURNEY TO DALE**

**NOTE:** Paragraphs in *italics* should be read to the players.

*The spring thaw has finally come to Rohan, and caravans wintering in the region prepare to travel once again. Word has spread from the northeast of the death of Smaug, and the Battle of Five Armies. The kind-hearted weep at the destruction and loss of life, while those whose hearts are filled with avarice scheme to get a share of Smaug's immense hoard.*

*The call has come from Bard the Dragon-slayer, asking for craftsmen and other laborers to help rebuild his ancestral home of Dale. Opportunity is in the air. The Wise know that many secrets may lie within the ruins, while those who live by the sword have heard that remnants of the Goblin army still lurk along the way. Travelers from as far away as Bree have come to Rohan as a stopping point on their way to Dale and the Lonely Mountain.*

*Each of you, for reasons of your own, has signed up for one of the caravans leaving Rohan for Dale. The pay is less than you expect, but probably more than you deserve – provisions are provided, and the caravan has many mercenaries to defend it. Considering how many wish to seek their fortune in Dale, getting a position with the caravan is a stroke of luck. It is a long trip through harsh lands, but relatively safe. Or so you've been told...*

*The caravan master, a nervous, portly fellow named Hern, has hired you either to defend the caravan, or for other tasks depending on your skills. He seems to be waging a constant war between greed and cowardice, desperately hoping that the Lonely Mountain's gold is worth the risk.*

*Hern has hired one of the best guides in the land to lead the caravan from Rohan to Dale. Anvar is a grizzled man in his later years, with numerous scars on his body and a permanently-squinting left eye. He's made the trip from Rohan to Lake-town more than a dozen times, and knows every path and shortcut along the way. He believes that the entire trip, from Rohan's northeastern border to the outskirts of Dale, will only take a month and a half – an impressive feat if he can pull it off.*

At this time, determine what the role is of each party member in the caravan. Those with significant combat skills are most likely part of the mercenaries hired by Hern to defend the caravan against bandits and goblins. Craftsmen are brought along for the “finder's fee” that Hern will charge Bard for seeking them out and bringing them to Dale. Scholars will be needed to restore Dale's libraries and scholarly activities. And, of course, even the unskilled can serve as laborers if they're strong enough.

Skilled workers pledging their talents to the rebuilding of Dale (requiring a TN 12 using a relevant skill, or automatic if invoking a specialty) will receive 1 Treasure just for traveling with Hern (who will get more than this amount from Bard as a finder's fee). Other skills may also suffice, at the Narrator's discretion. Anyone agreeing to serve as a caravan guard will receive 1 Treasure for the journey. All, regardless of whether they are paid by Hern, are welcome to partake of the caravan's provisions (within reason) if they assist with the journey.

As far as the different races are concerned, Hern is an equal-opportunity employer. Dwarves have a reputation as craftsmen and warriors, and having a few along will help Hern get in the good graces of the new King under the Mountain. Likewise, having an Elf or two along certainly can't hurt when trading with the Elvenking for wine. Hern isn't sure what to make of Hobbits (which he refers to as the Little People), but

he has heard the tale of Bilbo Baggins. He figures that having a Hobbit or two along may put people at ease, especially if the hobbit knows of the Baggins family.


## JOURNEY

The journey is roughly 830 miles, following the southern edge of Mirkwood east and then north to the ruins of Dale, with the last 130 miles going through the Upper Marches. Including the last leg of the journey through more difficult terrain, this is the equivalent of 900 miles of travel. Caravans travel slowly, but Anvar has managed to keep the caravan moving equivalent to walking pace (20 miles per day). Thus, assuming no problems, the caravan should take 45 days. Since the trip is taking place during the spring, this is a total of nine Fatigue tests. Given that the characters are traveling with a large caravan instead of a small group, the TN for each test is reduced by 4. That reduces all the tests to the minimum TN of 10. Each failed test increases the character's Fatigue by 1 (assuming standard traveling gear).



Instead of rolling all the tests at once, it is suggested that the players roll the first five Fatigue tests, assess any Fatigue gained, deal with any hazards along the way, and then the Loremaster can move to Part Two. Once they are finished with the battle, roll the remaining tests, including any additional tests caused by an increase in time (due to failed **Lore** rolls or hazards).

## CARAVAN HAZARDS

**Broken Wheel (All Companions)** – One of the caravan wagons breaks a wheel, or even an axle. It takes a TN 14 **Craft** check to fix the wagon so it can be used. Failure means the contents of the wagon are distributed among the people in the caravan, counting as an extra encumbrance point of traveling gear. This will increase the Fatigue gained from any future failed tests from 1 to 2. This lasts until the journey ends.

**Bad Weather (Guide)** – Storms batter the caravan, and the guide must find an appropriate location to set camp for the night. The Guide makes a **Travel** test. If the roll is failed, the penalty for failed Fatigue tests is increased by 1. This lasts until the journey ends, or a  is rolled.

**Unexpected Obstacle (Scout)** – The way forward is sufficiently blocked that the wagons can't get through, and an alternative path must be found. All Scouts must make an **Explore** test. If no one succeeds, the caravan loses a day of travel, and the Scouts must repeat their rolls each day until one is successful.

**Missing Supplies (Huntsman)** – Some of the foodstuffs are missing from the caravan. The character is sent to bolster the supplies. All Huntsmen must make a **Hunting** test. If no one succeeds, all companions are temporarily Weary as the caravan is put on half rations. This lasts until the journey ends, or a  is rolled. If a Huntsman failed the roll with a  result, he is accidentally Wounded during the hunt.

**Runaway Horse (Look-out)** – A horse is spooked by a noise, and pulls free from one of the wagons. A successful **Awareness** test is required to grab the animal's bridle before it flees. If the horse escapes, it slows down the caravan, adding one day for each test remaining in the trip.

## PART TWO – BATTLE AT THE RIVER RUNNING

*After weeks of travel along the edge of Mirkwood, you have come to the River Running. Anvar is an impressive taskmaster, knowing exactly how far he can push horses and men to gain the best speed. Rest breaks are timed down to the second, meals are often eaten on horseback or in wagons, and the caravan travels from the break of dawn to the setting of the sun. The frantic pace has left little time to socialize with anyone besides those traveling with your wagon.*

*Today, the sun is beginning to set, but Anvar wants to cross the River Running before the caravan makes camp. As the caravan prepares to ford the river, the surrounding area has become ominously quiet. The border of Mirkwood is within a stone's throw of the wagons, and several people are nervous. Though*

*tales have begun to circulate that say the Necromancer has left Mirkwood, the reliability of minstrels is often questioned.*

Anvar has decided to ford the river where the Old Forest Road intersects with the River Running. Caravans used this area before the shadow of Dol Guldur darkened the forest, and it is relatively easy to bring wagons over the river here. See GM Aid #1 – Battle at the River Running for a map of the area.

Ask each PC what they are doing. If they specifically say they are watching the border of Mirkwood, have them make a TN 10 **Awareness** check. Everyone else can make an TN 14 check. Those that succeed see or hear the approaching goblins before the rest of the caravan, and can sound the alarm. If no PC succeeds, Anvar will be the first to spot the goblins and raise the alarm.

PC's can make a **Battle** check at the beginning of the combat. If at least one PC succeeds, assume the group had the foresight to place the wagon on higher ground, which justifies the bonus dice. In addition, a successful check means the caravan is close enough to the forest that Woodmen and elves of Mirkwood will get their cultural bonus.

Though there are many goblins, only a few will be in the vicinity of the PC's wagon. Allow two Opening Volleys before combat, or one if none of the PC's made the **Awareness** check. PC's with ranged weapons have an opportunity to whittle down the enemy before combat begins. Once the goblins get into melee with the PC's, begin counting the rounds of combat. The amount of time it takes the party to kill or drive off their foes will determine how well the caravan fares. Refer to the table below.

#### LENGTH OF COMBAT

3 or less rounds	The caravan drives off the attackers with ease, without suffering a single casualty. The caravan is halted for a few hours to take care of minor wounds, but remains on schedule.
4 to 6 rounds	One person dies for every round of combat, with three times that number injured. The caravan is halted for a full day as the wounded are tended to, and the dead are buried. One person dies from their injuries at the end of the day, barring PC intervention.
7 or more rounds	Eight people die, and nearly two score are injured. The caravan comes to a complete halt for three days. Two more people die from their injuries during that time, barring PC intervention. On round 8, or if the PC's are about to be defeated, Anvar rallies the defenders and drives off the goblins.

There are a total of two enemies per character. The first two opponents are Goblin Archers, and the rest are Orc Soldiers. If more than one goblin per character is about to enter melee range, have the rest move to attack the defenders of the adjacent wagons. Whether they are engaged with the characters or people in another caravan, they all count towards the objective of defeating the goblins before round 8 of melee.

For characters who prefer to avoid combat, there are other ways to stop the goblin attack. If a PC specifically states they're scrutinizing the goblins, an **Insight** check will reveal that they seem to be trying to bypass the defenders rather than simply slaughter them. If successful, an **Awareness** check from the same character will spot one of the goblins at an adjacent wagon, grabbing food and turning to run back into the forest. Throwing food to one of the attacking goblins will cause them to stop fighting, grab the food, and run off.



Should multiple PC's be exceptional in combat capability, feel free to add a Orc Chieftain, a few more Goblin Archers, and/or ignore the recommendation of limiting the PC's to one goblin each in melee combat. The difficulty should be adjusted so that if the party notices the goblins and has good tactics (uses ranged weapons prior to the goblins engaging in melee, use Intimidate foe to scare them off, and/or throwing food in order to get them to retreat), they should be able to end the combat within 5 rounds of melee (and possibly within 3 if the group is combat-oriented, smart, or just plain lucky).

If any goblins are captured and interrogated, they will freely reveal anything the party wants to know. All of them fled after Azog's death at the Battle of Five Armies. Many died along the way, and it has been a lean winter. They attacked the caravan for one simple reason – survival. Without food and other supplies, their chances of survival are slim. They are wretched creatures who serve the Shadow, and Anvar is not kindly disposed towards them. Unless the party insists otherwise, they will be turned loose without weapons at the border of Mirkwood – an almost-certain death sentence for them. However, don't turn this into a drawn-out moral issue. If the party has trouble deciding what to do with the goblins, have one escape and attack a craftsman traveling with the caravan. At that point, the caravan guards will kill the goblins.

<b>ORC SOLDIERS (2 X NUMBER OF PC'S, MINUS 2)</b>	
<b>ATTRIBUTE LEVEL</b>	
3	
<b>ENDURANCE</b> 12	<b>HATE</b> 1
<b>PARRY</b> 3 + 1 (BUCKLER)	<b>ARMOUR</b> 3d
<b>SKILLS</b>	
PERSONALITY, 2	<u>SURVIVAL, 2</u>
MOVEMENT, 2	CUSTOM, 1
PERCEPTION, 3	VOCATION, 1
<b>WEAPON SKILLS</b>	
Bent Sword	2
Spear	2
<b>SPECIAL ABILITIES</b>	
Hate Sunlight	Craven

<b>GOBLINS ARCHERS (2)</b>	
<b>ATTRIBUTE LEVEL</b>	
2	
<b>ENDURANCE</b> 8	<b>HATE</b> 1
<b>PARRY</b> 2	<b>ARMOUR</b> 2d
<b>SKILLS</b>	
PERSONALITY, 1	SURVIVAL, 2
<u>MOVEMENT, 3</u>	CUSTOM, 1
PERCEPTION, 2	VOCATION, 1
<b>WEAPON SKILLS</b>	
<u>Bow of horn</u>	2
Jagged knife	1
<b>SPECIAL ABILITIES</b>	
Hate Sunlight	Denizen of the Dark
Craven	

ORC CHIEFTAIN	
ATTRIBUTE LEVEL	
5	
ENDURANCE 20	HATE 5
PARRY 4 + 3 (GREAT SHIELD)	ARMOUR 3d
SKILLS	
PERSONALITY, 3	<u>SURVIVAL, 2</u>
<u>MOVEMENT, 3</u>	CUSTOM, 1
PERCEPTION, 2	<u>VOCATION, 2</u>
WEAPON SKILLS	
Orc-axe	3
<u>Spear</u>	2
SPECIAL ABILITIES	
Hate Sunlight	Horrible Strength
Snake-like speed	Commanding voice

WEAPONS				
Weapon Type	Damage	Edge	Injury	Called Shot
Bent Sword	4	10	12	Disarm
Bow of Horn	4	10	12	Poison
Jagged Knife	3		14	
Orc-axe	5		16	Break Shield
Spear	4	9	12	Pierce

### ENCOUNTER THREE: THE TALE OF SMAUG

Besides the goblin attack at the River Running, the rest of the trip is uneventful. However, during the time the caravan is halted, the party meets an aspiring minstrel named Meg traveling in the adjacent wagon.

*Um, hello...I'm Meg. I saw some of what you did during the fight, and was wondering if I could ask a few questions. I'm learning to be a minstrel, and I was hoping to make a song of the battle.*

Meg is from Lake-town, and was there when Smaug met his end. She will ask details about the battle with the goblins, in order to write a song about it. If asked about her skills, she'll state that she's only written one tale of her own, although a traveling minstrel taught her several others.

Meg used to be a barmaid, but that all changed when Smaug awoke. She became a minstrel after the destruction of Lake-town, and her tale is about the dragon. With little prompting, she will relate the story of Smaug's demise. If asked, she will be happy to tell it more than once, or even teach it to a fellow minstrel (though a good minstrel should be able to remember it after one performance). This will become important in the last encounter of the module. See the handout at the end of the module – The Rise and Fall of Smaug.

Feel free to have the party interact with Meg, some of the craftsmen heading to Dale, and some of the caravan guards. A brief list of potential NPC's appears below – they are the ones traveling in adjacent wagons.



## CARAVAN NPC LIST

NPC Name	Race	Homeland	Profession	Personality Traits
Brock	Man	Gondor	Blacksmith	Boastful, Reckless
Hurgan Cragfist	Dwarf	Iron Hills	Mason	Gruff, Practical
Sandra	Man (female)	Gondor	Scribe	Introspective, Shy
Eamon	Man	Rohan	Warrior (Guard)	Dependable, Honest
Garrick	Dunedain	Tharbad	Warrior (Guard)	Irritable, Pessimist


## ENCOUNTER FOUR: THE SLIPPERY SLOPE INN

*It has been a long two months, but Anvar has lived up to his reputation. Before you, lit by the early afternoon light, is the southern slopes of Erebor, the Lonely Mountain. A mile away, you see the ruins of Dale, still as desolate and quiet as they were after Smaug's attack nearly two centuries ago.*

*However, not all is quiet. A sea of tents sits a half-mile from the ruins, along with a few new buildings. Apparently your caravan is not the first to arrive.*

*The largest building of the new construction is a huge inn. The smell of fresh paint fills the air, and a colorful sign proudly proclaims the building as the Slippery Slope Inn. Like most of the buildings here, it is constructed on the slope of Erebor, and a set of stairs leads up to the entrance.*

*Hern doesn't waste any time in seeking the comfort of a real bed. Leaving Anvar behind to set up camp, he heads inside to get a room. Considering the amount of tents before you, it appears he'll be paying dearly for the privilege.*

The party has had ample time to recover from the battle at this point. Even an untreated injury should be fully healed by the time the caravan arrives (barring a  result on the **Healing** check).

The players now have several options. If they approach Hern about their pay, he will gladly pay the wages for guarding the caravan. The wages for joining the caravan as a craftsman, however, will be paid once he has a chance to present them to Lord Bard the Dragon-slayer (so he can be assured of his finder's fee). That should occur in a few days when Bard next visits the site.

Due to the large amount of transients in the tent city, the Lonely Mountain is closed to outsiders, save for those who have received the personal invitation of King Dain. An exception might be made for a dwarven PC, but anyone entering the mountain will be expected to stay for several days (thus preventing them from participating in the rest of the module).

Visiting Lake-town is also an option. However, if any of the PC's volunteered as craftsman, Hern informs them that they will need to stay near the tent city to ensure that they can be presented to Bard. Failing to do so means Hern doesn't get paid...which means they don't get paid. A visit to Lake-town is beyond the scope of this module, but can be improvised by any gamemaster familiar with the events in the Hobbit. Lake-town is mostly rebuilt, and characters can purchase needed supplies there.

The other option, and the one that will allow the party to complete the adventure, is to explore the new tent city and the Slippery Slope Inn. Those who wish a room will find the prices exceptionally high, requiring a Martial standard of living as a minimum. Other merchants in the area also charge inflated prices.

The atmosphere in the tent cities is very much a "gold rush" mentality. Many are laborers here to clear the rubble so the craftsmen can begin their work. Others are treasure-seekers, believing that even a dragon could not find every cache of valuables hidden in the city. Phrases such as "How can claws that huge grab every last copper penny?" and "No one has been able to explore the place before now, for fear of Smaug flying by and burning them to a crisp!" are common.

(Of course, the treasure-seekers are wrong. Dragons home in on gold and jewels like a bloodhound tracks its prey. What they lack in manual dexterity they make up for in persistence and patience. Often,

Smaug would grab an entire chunk of rubble in his claws and take it back to his lair to search it for a single coin. Any remaining valuables were either too deeply buried for anyone to find, including Smaug, or protected by other means. In short, it's very unlikely that anyone will find their fortune in the ruins.)

Diligently asking around (**Courtesy** or **Riddle**, TN 14) will reveal that not all of the treasure-seekers have returned from their expeditions. "It's a sad state of affairs," says one man. "They're fighting each other in the ruins over the smallest scraps. Until Lord Bard sends the troops in to clear the ruins, you'd best stay well away of them."

More information can be found that evening in the Slippery Slope Inn. One shaken man is drinking heavily, a cluster of people around him as he tells his tale. His words are a bit slurred, but there is fear in his eyes.

*"It was horrifying! We went deep into the city...me, Ren, Marik, and Deelin. Marik had an old map of Dale, and said we needed to go to the palace ruins. Surely old Smaug couldn't have dug everything out of them - he was too big. We believed Marik, so we went in, fools that we were. I'm not fond of robbing the dead, but Deelin has been my friend since childhood, and I wasn't going to let him go in alone."*

*"As we started digging around, Ren said that he thought he saw someone lurking nearby. We looked around, but after a few minutes we figured it was just his nerves. Next thing we knew, he was climbing one of the few intact walls, his eyes wide and full of terror. Before we could stop him, he threw himself off the wall with a shriek, as if death itself was coming for him. He fell about twenty feet and snapped his neck."*

*"Deelin wanted to leave right then - he was always the sensible one of the bunch. Marik, however, wouldn't hear of it. He went straight over to where Ren had been digging, and pulled out an ornate horn from the rubble. Just as we went over to look at it...**they** appeared. Men with crushed limbs, Dwarves burned to the bone by dragonfire - the ghosts of Dale had come for us. One put its hand to Marik's heart, and he turned white as a sheet and fell over, stone dead. I turned and ran, and didn't look back. I hear that they found Deelin an hour ago. He's completely mad - just sits and rocks in place, and screams if anyone touches him. Damn shame..."*

*"I tell you, death walks the streets of Dale. Lord Bard is mad if he thinks he's going to rebuild the city. You may not believe me, but once a few other people see the ghosts, the tents will disappear overnight."*

With that comment, the man dedicates himself to drinking, not stopping until he drinks himself into unconsciousness. Hern, who was at a nearby table, will approach the party at this point.

*"Look, this sort of nonsense is just the kind of thing that can ruin my business. Seeing how well you handled yourselves during the goblin attack, perhaps you could go into the ruins and take a quick look around. Just go in enough to prove this drunken fool wrong, and I'll arrange for your lodging here. The innkeeper is an old acquaintance of mine, and he's set aside a few rooms. Once this rumor is put to rest, we'll all be better off. Bard will pay me well for what I've brought, and those of you staying to rebuild Dale will be in his employ."*

Assuming the party agrees, Hern will hold up his end of the bargain. Granted, it's a mere two rooms, both on the small side, but it's much better than staying in a tent. Party members making a **Travel** or **Explore** check notice that the sky is overcast, and a storm is brewing.

Pay careful attention to the players as they discuss Hern's offer. Those who agree in order to seek out gold within the ruins will have a tougher time with the ghosts of Dale.

If the party never ventures into the Slippery Slope Inn, Hern will seek them out after hearing the drunkard's tale. He won't mention what he overheard, but instead simply ask them to go to the center of the

ruins, take a quick look around, and report back to him. He'll make the same offer of a week's lodging for anyone that goes.

## ENCOUNTER FIVE: THE GHOSTS OF DALE

*Leaving the tent city behind, your group ventures into the ruins of Dale. You spot a few treasure-seekers lurking at the edge of the ruins, torn between the desire for gold and fear at what may reside within the city's shattered walls. One points towards your group, but his companion shakes his head no.*

*As you venture deeper into the ruins, it is quiet save for the wind. A brisk breeze blows from the north, and storm clouds gather in the distance.. Ahead, you can see the ruins of the central guard towers that were Dale's last line of defense.*

Have each party member make an **Awareness** check. The actual roll doesn't matter – just pick the person with the highest roll and tell them they spot a glint of metal near one of the towers. Assuming the party approaches, they spot an ornate horn among the rubble.

The party is likely to be on their guard at this point, after listening to the tale of the man in the Slippery Slope Inn. A **Lore** check (TN 14) will recognize the telltale signs of ghosts gathering around them. If the PC attempts to divine the nature of the power with a relevant ability, they can determine that the source is neither the power of the Wise nor the Shadow (Sauron).


There are multiple options at this point. The party can flee – the ghosts will become visible, but the party can move fast enough to avoid them before they are completely surrounded. The party can initiate a dialog with the ghosts before they manifest, in which case they will be more amiable to conversation (-2 to all TN's on social tests with the ghosts). Finally, the party can try to either take the horn or search the ruins for other treasures, which will anger the ghosts. They will surround the party, become visible, and attack on the following round unless a party member initiates dialog with them. When they become visible, read the following:

*The air seems unnaturally chill, and the howling of the wind increases. As you stand near the ruins of a guard tower, there is a sense that you are treading on a grave. Just as the clouds obscure the brilliance of the sun, you realize that you are not alone. Surrounding your group are several figures, nearly transparent in the shadow of the tower. They are gaunt, shadowy forms, and their gaze is full of anger.*

The ghosts of the watchmen of Dale are not meant to be a combat encounter for the PC's. After they appear, make sure to convey how they are slowly approaching instead of rushing into combat. The ideal solution is to speak to them and find a way to give them peace. The party can also run away – though they may get touched once, they're unlikely to take any serious injury (unless they're greedy).

Set the initial Tolerance at the highest Valour in the group. Add +1 for every Barding or Dwarf in the party. Subtract 1 if any of the party members were talking about getting rich or finding treasure before the ghosts manifested.

GHOSTS OF DALE (1 PER PC)	
ATTRIBUTE LEVEL	
6	
ENDURANCE 30	HATE 4
PARRY 5	ARMOUR <u>3d</u>
SKILLS	
PERSONALITY, 2	SURVIVAL, 1
<u>MOVEMENT, 3</u>	CUSTOM, 2
<u>PERCEPTION, 3</u>	VOCATION, 2
SPECIAL ABILITIES	
Dreadful Spells	Strike Fear (TN 14 / TN 16 for Treasure Hunters) – Elves do not fear the ghosts of Men
Thing of Terror	

The Dreadful Spells ability causes a creature to suffer Desperation, making them unable to spend Hope for the duration of the encounter. In addition, a greedy character (Loremaster's decision) will have to make a Fear test – failure causes a Wound that can not be avoided with a Protection test. A  result on this roll drives the character mad (treat as a bout of madness). A character who is already Wounded dies of fear.

If the party speaks to the ghosts, read the following (whether they attempt to take the horn or not):

*Thieves! You trespass on our graves, and scheme to take what few pieces of Dale's glory we have kept from Smaug. You are just like the others...*

The party will have to speak quickly to keep the ghosts from attacking. Should they insist they are not thieves:

*Then why do you travel within these dead walls? All that remains in Dale is death, and the few treasures we have been able to keep from the dragon. Others have tried to fool us – they left empty-handed, or did not leave at all.*

Should the PC's attempt subterfuge about their reasons for being in Dale, ask for a **Riddle** (TN 14) check from the main speaker. Failure will bring the ghosts back to borderline hostility ("You lie!"), and only an immediate telling of the full truth will prevent them from attacking.

Should the PC's mention the death of Smaug, the ghosts will be extremely skeptical:

*Others have come here to steal, and they also spoke of Smaug's death. We are reluctant to believe the words uttered by thieves. We require proof – something that you could not just make up on the spot to placate us.*

One option is to offer to bring Bard, scion of Girion, to verify their words. A **Persuade** test (TN 14) is needed to convince the ghosts to let them go (especially since the PC's have no idea if Bard will agree to come). If successful, they will be able to meet with Bard and convince him to come back with them in a week's time. Go to optional Encounter Five, after which they will be able to leave the ruins and seek an audience. Bard will have no problem convincing the ghosts, in part because of his resemblance to Girion.

A second option is to tell the tale of the Smaug's fall. If a PC makes an appropriate **Song** (TN 16) check (or have the Story-telling trait), they can convince the ghosts that Smaug is dead. If the PC's choose to use Meg's song instead of making up their own on the spot, lower the TN to 12.

If one of the PC's wrote down Meg's tale, they can show the document to the ghosts. This will automatically convince them, as it is unlikely the PC's would have known to bring the document on a treasure hunt.

Failure at one of the above options will not cause the ghosts to attack, unless they were already borderline hostile (due to being lied to). However, it will make them distrust the PC's, and the TN for any other attempts will be increased by 2. If the PC's are being truthful with the ghosts, feel free to remind them that they can spend Hope on any required rolls.

It is theoretically possible that a party initiating combat could persuade the ghosts to stop attacking (as may occur if one member of the party attacks before the others can stop him). However, this is exceptionally difficult (**Persuade** at TN 18).

Once the ghosts are convinced that Smaug is dead, read the following:

*At last! Long ago, we failed in our duty. Dale was a strong city, with no enemies nearby to threaten it. We were watchmen assigned to the walls, but were distracted by drink and gambling. Our captain caught us once, and swore that nothing could protect us from his wrath if Dale was caught unaware due to our carelessness. We laughed at him, knowing that there was no way any army could sneak up on us.*

*Then, Smaug came. He flew at Dale from the north, and we should have spotted him easily from our post. But we were unaware, blinded by ale and dice. Many died because of the delay in raising the alarm... many that might have had time to flee the city if we had been vigilant. In his dying breath, our captain cursed us to guard in death what we failed to protect in life, till the day Dale is reborn.*

At this point, the ghosts will choose one person to receive the Horn of Dale. Bardings are chosen first, followed by the other cultures of Man. Otherwise, the PC who convinced them will be chosen. If there is more than one possible choice, and none of the PCs took part in convincing the ghosts of Smaug's death, one will be chosen at random. Note that if the party brought Bard here, **he** will receive the horn. Read the following, addressing the person chosen by the ghosts:

*You have brought us the news that we have awaited for many, many years. Smaug is dead, and there are Men willing to rebuild Dale. Though we are but insubstantial spirits, you have our eternal gratitude. We ask that you let the voice of Dale be heard again by the Free Peoples.*

The ghost gestures towards the horn, then continues:

*Those of Girion's line each possessed horns of Dwarven make, to kindle the spirits of Men in desperate times. The horns sounded the warning we failed to provide, allowing a precious few to escape Smaug's wrath. Without them, the scion of Girion would never have survived to craft Smaug's demise. While the other horns are unaccounted for, this one remains. We ask that you take it, for though Smaug is gone, we can feel a growing Shadow upon the land.*

Once the horn is taken, the ghosts vanish from sight.

## **ENCOUNTER SIX: THE GREED OF MEN (OPTIONAL)**

The following encounter is optional. If there is insufficient time to run the encounter, or if the party is significantly weakened from their encounter with the ghosts, it can be skipped.

*Rain has come to Dale with a vengeance, making the rocks slippery and the path back barely visible. Still, for all its fury, the storm is far more natural than what you have just faced.*

*As you make your way back through the ruins, you spot a group of men barring your path. The leader smiles and says, "Well, well. Looks like someone finally got into the center of Dale to hunt for the*

loot. Congratulations. Of course, you probably weren't told about the tax. Just drop your valuables right here, so we can determine what to charge you."

The other men chuckle, and all of them have weapons in hand.

Because of the heavy rain, all physical tests are made at a +2 to the TN (including combat). However, feel free to ignore this modifier if it will drag out the encounter.

This is probably going to be a fight, but there are a few ways around it. If a party member had the foresight to devise a fake treasure to fool the brigands (such as a bag full of gravel), they can throw it to the bandits. To pull this off, a **Persuade** check (TN 14) is needed. The bandits will be so eager to get the gold that they'll begin fighting among themselves, allowing the party to escape. By the time the bandits figure out the deception, the party will be out of the ruins.

Another possibility is to intimidate the brigands ("You've heard what's in the ruins...and we made it back out untouched. Do you **really** want to fight us?"). If someone makes an **Awe** check (TN 16, or higher if the player doesn't sound intimidating), the party can get the brigands to back off.

Should a fight begin, the brigands will concentrate their attacks on whoever looks to be carrying treasure, in the hopes that they can grab a few valuables and retreat. However, if someone proves exceptionally dangerous, they will concentrate on that individual instead. If a party member drops at least 1 Treasure worth of coins or items, the brigands will attempt to snatch the valuables and run.


If the party members convinced the ghosts that Smaug is dead, they will receive assistance in the battle. At the beginning of round 5, the ghosts will appear and advance on the brigands. Most will run away once they notice the ghosts, but the leader will stay – and die as soon as the first ghost touches him.

Once the combat is over, the party can leave the ruins of Dale unopposed. However, the ghosts will highly disapprove of looting the brigands. To them, it is an unwelcome reminder of what Smaug did to Dale.

Should multiple PC's be exceptional in combat capability (combat skills of 3+, wearing armor heavier than leather, etc), feel free to increase the number of brigands to 1.5 or even 2 times the number of PC's. Remember that if the PC's were successful in convincing the ghosts, they only need to survive to round 5 of combat.

BRIGANDS (1 PER PC)	
ATTRIBUTE LEVEL	
2	
ENDURANCE 12	HATE 2
PARRY 4	ARMOUR 1d
SKILLS	
PERSONALITY, 1	SURVIVAL, 2
MOVEMENT, 2	CUSTOM, 2
PERCEPTION, 3	VOCATION, 1
WEAPON SKILLS	
Bent Sword	2
Javelin	1
SPECIAL ABILITIES	
Craven	

<b>BRIGAND LEADER</b>	
<b>ATTRIBUTE LEVEL</b>	
5	
<b>ENDURANCE</b> 20	<b>HATE</b> 5
<b>PARRY</b> 5 + 2 (SHIELD)	<b>ARMOUR</b> 3d
<b>SKILLS</b>	
PERSONALITY, 2	<u>SURVIVAL, 2</u>
MOVEMENT, 2	CUSTOM, 1
PERCEPTION, 3	VOCATION, 1
<b>WEAPON SKILLS</b>	
<u>War axe</u>	2
Javelin	2
<b>SPECIAL ABILITIES</b>	
Commanding voice	

<b>WEAPONS</b>				
<b>Weapon Type</b>	<b>Damage</b>	<b>Edge</b>	<b>Injury</b>	<b>Called Shot</b>
Bent Sword	4	10	12	Disarm
Javelin	3	9	12	Pierce
War Axe	5		14	Break shield

## AFTERMATH

If the party convinced the ghosts that Smaug is dead (or defeated the ghosts), read the following:

*You emerge from the ruins of Dale, having survived the twin perils of bandits and ghosts. As if on cue, the sun emerges from behind the clouds, heralding the bright future of Dale. You see the banner of Bard displayed near the Slippery Slope Inn – the King of Dale has come home. Soon, Dale will be reborn, and the ghosts will finally be at peace.*

*Hern is pleased with your report of what happened in the ruins, and rooms are provided for you free of charge. The next day, Hern presents his craftsmen to Bard, and receives a hefty payment for his part in bringing them here. All are welcome to join in the efforts to rebuild Dale, and Bard is a generous employer. After all, his share of Smaug's wealth exceeds that of many kings. The treasure-seekers are either offered employment or driven out, while Bard's warriors ensure that any remaining wealth in the ruins goes to the descendents of the families of Dale.*

*Dale is finally at peace. Yet, for those seeking adventure, opportunity is always around the corner. Even though the Necromancer is gone from Mirkwood, the forest remains a dangerous place...*

If the party convinced the ghosts to let them go in order to bring proof, read the following:

*You emerge from the ruins of Dale, having survived the twin perils of bandits and ghosts. The sun emerges from behind the clouds, and you see the banner of Bard displayed near the Slippery Slope Inn – the King of Dale has come home.*

*Hern is very concerned about what occurred in the ruins, and uses his influence to get you an audience with Bard. Surprisingly, Bard believes your story.*

*"I have listened closely to the stories of Dale since I was a boy. In some of these tales, a group of watchmen were blamed for not sounding the alarm as soon as Smaug reached the Lonely Mountain. Come, let us put these lost souls to rest."*

*You journey with Bard and a small group of warriors to the ruined guard towers. The ghosts appear, and immediately recognize Bard's resemblance to Girion. They bow to him, and he relates the tale of how Smaug was brought down. At the conclusion of his tale, he pulls out a small, cloth-wrapped package. Bard opens the cloth to reveal what remains of a single black arrow, pitted and broken by dragonfire.*

*"This arrow was passed to me by my father and he from of old. It was forged by the true king under the Mountain, but even it could not pierce a dragon and survive unscathed. Here is the proof you require."*

*The ghosts kneel before Girion, and speak as one. "Heir of Girion, we have protected Dale in death as we were unable to do in life. We humbly ask your forgiveness for our past failure."*

*Bard looks at them gravely. "Your crime is serious, but you have watched over in death what you failed to protect in life. You are released from your stewardship, for the time of Dale has come again." With his final words, all but one of the ghosts disappears. The last picks up a metal horn, and walks over to Bard.*

*"This horn was borne by Girion, Lord of Dale. Let its voice be heard again by the Free Peoples." Bard takes the horn, and puts it to his lips. The sound that comes forth is one to stir the heart, and the final ghost disappears.*

*Bard thanks you all for your assistance, and offers any who are interested employment in the reconstruction of Dale. Hern also lives up to his word, giving you a week's lodging at the Slippery Slope Inn, as well as any remaining wages you are owed.*

*Dale is finally at peace. Yet, for those seeking adventure, opportunity is always around the corner. Even though the Necromancer is gone from Mirkwood, the forest remains a dangerous place...*

The party does not receive the Horn of Dale, but the blowing of the horn restores 1 Hope to all who hear it (2 Hope if the character is a Barding). In addition, Bard is now a possible choice for patron if the characters choose the Meet Patron option during the Fellowship phase.

If the party simply fled from the ghosts, or made no effort to return with proof of Smaug's death, read the following:

*You emerge from the ruins of Dale, having survived the twin perils of bandits and ghosts. The sun emerges from behind the clouds, and you see the banner of Bard displayed near the Slippery Slope Inn – the King of Dale has come home.*

*Hern is very disappointed with the news you bring about the ghosts of Dale. Still, he lives up to his word, and a week's worth of lodging is provided at the Slippery Slope Inn. His displeasure, however, is reflected in the form of the lodging – space on the hard wooden floor of the common room, and leftover food from mealtime for sustenance.*

*Two days later, Bard enters into the ruins with a troop of warriors. He emerges a few hours later, though his expression reveals nothing about what he witnessed within Dale. The rebuilding of Dale is delayed, as few workers are willing to brave the ruins after hearing the tales of ghosts that walk within the walls. Yet, for those seeking adventure, opportunity is always around the corner. Even though the Necromancer is gone from Mirkwood, the forest remains a dangerous place...*

With this conclusion, do not allow the Rebuilding Dale option in the Fellowship phase. Hern will state that since the rebuilding is delayed, he cannot pay the craftsmen. Only if someone insists on payment will he dig into his own funds to pay them (in order to preserve goodwill for when the rebuilding finally begins).



# ADVENTURE REWARDS

## ENCOUNTER FIVE

- **Horn of Dale** – This is one of the steel horns forged for the royalty of Dale by Dwarven smiths. Though not magical, their use in rallying the forces of Dale on the day of Smaug's attack has turned them into heroic items, to be used in a time of need. Once per Adventure phase, during a combat when at least one party member has been wounded, the horn can be blown in conjunction with an Rally Comrades task (requires Open stance) to restore 1 point of Hope to all Fellowship members who hear it (2 points if the character is a Barding) in addition to the normal effects of the task. In lieu of this Hope gain, the blowing of the horn can remove any effect that prevents the character from spending Hope. In addition, the horn is a constant reminder of the defeat of Smaug and the rebuilding of Dale, adding +1 to the Fellowship rating.

## AFTERMATH

- **Hern's Pay** – 1 Treasure for each character that signed on to the caravan to help with the rebuilding of Dale, 1 Treasure for each caravan guard (note that it is possible to collect guard pay early, in Encounter Four). In addition, if Hern provided lodging for the characters, reduce the cost of maintaining a Prosperous or Rich lifestyle by 1 Treasure.

## FELLOWSHIP PHASE

- **Rebuilding Dale (New Option)** – Characters who choose this option during the Fellowship phase gain 1 Treasure, plus an additional amount of Treasure based on a relevant skill check (TN 14). This check is normally **Craft**, but other skills are an option if the player makes a good case for their use. Add 1 Treasure for a success, 2 Treasure for a major success, and 3 Treasure for an exceptional success. In addition, if the entire Fellowship chooses this option, it automatically makes the Lake-town / Dale area a Sanctuary for the characters (as if choosing the Open New Sanctuary option). This option can be repeated in future Fellowship phases until Dale is completely rebuilt (Loremaster's discretion).
- **Meet Patron** – If the characters brought Bard to the ruins to meet with the ghosts, they have the option to gain him as a patron during the Fellowship phase.

## NPC LIST

### HERN – WEALTHY MERCHANT

Many years ago, Hern was a young rogue from Gondor who resorted to scams and pickpocketing to make ends meet. Over the years he grew more prosperous, and his waistline grew as quickly as his wealth. Recently, he's attempted to establish himself as a legitimate merchant. He left Gondor for Rohan, and changed his name (it was originally Ravnor). This is only his second caravan trip, and the first to travel to Esgaroth.

Hern is cowardly, greedy, and likes to take the easy way out of things. However, he's now wealthy enough not to worry about the smaller expenses, and the prospect of getting his hands on the Lonely Mountain's gold has made him treat everyone nicer than normal. After all, it's not wise to bite the hands that feed you.

### ANVAR – GUIDE AND RANGER

Anvar has worked as a guide for caravans traveling to and from Lake-town for nearly 20 years. The rangers know that without those caravans, the region could be isolated from other areas guarding against the return of the Shadow. He is a tough but fair taskmaster, who feels that the quicker you reach your destination, the less problems you'll have. While many people dislike his methods, they can't fault his efficiency.

Anvar's biggest worry is age. Although blessed with a strong bloodline, he's nearly a century old, and starting to slow down. He refuses to acknowledge that he's getting older, and will often take on extra duties just to prove to himself that he's still fit.

### MEG – ASPIRING MINSTREL

Prior to the death of Smaug, Meg was a simple barmaid, although one that had a keen interest in songs and stories. The destruction of Lake-town left her without a place to work, so she headed south with a caravan to find a new place to work. During the trip, a wandering minstrel helped refine her natural talent with songs and stories. With her newfound skill, she spent the following year in Rohan telling the tale of Smaug's demise in exchange for food and board. She is traveling back to Lake-town with the caravan in order to learn all she can about recent events, so she can spread the tales far and wide.

Anvar led the caravan Meg traveled south with, and she is confident of his abilities. She suspects him of being a Ranger, but won't mention that fact to the party.

Meg is an oddity among her chosen profession. She's shy, and a bit uncomfortable around strangers. However, once she is able to relax, she is an excellent performer. She's also no stranger to violence, having seen more than her fair share of barfights.

# THE RISE AND FALL OF SMAUG

Listen now, and hear a tale  
About a dragon, and the city of Dale  
The dragon Smaug did smell the gold  
That brought him to Dale in days of old  
Many dwarves and men did die that day  
They fought valiantly, though doomed were they  
Lord Girion fell to the dragon's fire  
Though wife and children escaped Smaug's ire  
Over hill and Dale, the dragon did fly  
From that time forth, Men feared the sky  
The Lonely Mountain above also fell  
In Dwarven caverns the beast did dwell

The years rolled by, and Dale was no more  
Till one of the Little People reached Smaug's door.  
His name was Bilbo, a halfling from Bree,  
"Not a burglar!" he cried, though sneaky was he  
The Mountain's heart stolen from under Smaug's nose  
Perhaps his companions should have checked his clothes!  
The King Under The Mountain, Thorin staked his claim  
But the dragon looked elsewhere, and west he came  
Smaug's wrath was visited upon Lake-town  
His roar deafening, a terrible sound  
But one man stood calmly, showing his mettle  
Bard, scion of Girion, had a score to settle

Arrow after arrow he shot into the sky  
But none could hurt Smaug more than a fly  
The flames drew closer, and Bard's face was grim  
He knew that the dragon was coming for him  
A thrush landed nearby, and he paid it no heed  
Until the bird answered his desperate need  
"Look for the hollow of the left breast!" it said  
"Shoot swift and straight, and the beast shall be dead"  
Bard shot his last arrow, and the shaft struck true  
In the heart it went, and Smaug's reign was through  
But as Smaug's fire was quenched by the lake's mighty roar  
The dragon cried for vengeance, and Lake-town was no more

The Battle of Five Armies was not far away  
But that is a tale for another day  
Through fire and battle, we have survived  
The spirits of Men kindled, our resolve revived  
Let the folk of Dale rejoice, for Bard shall rebuild  
His ancestors avenged, the prophecies fulfilled  
Dwarven harps will sing, and rivers of gold will flow  
Thanks to one shot from Bard's mighty bow  
Let the last words of Thorin guide you this day  
So towards the lure of wealth you will not stray  
"Value cheer and song above hoarded gold  
Or be lost to greed, the spirit turned cold"

## GM Aid #1 – BATTLE AT THE RIVER RUNNING

